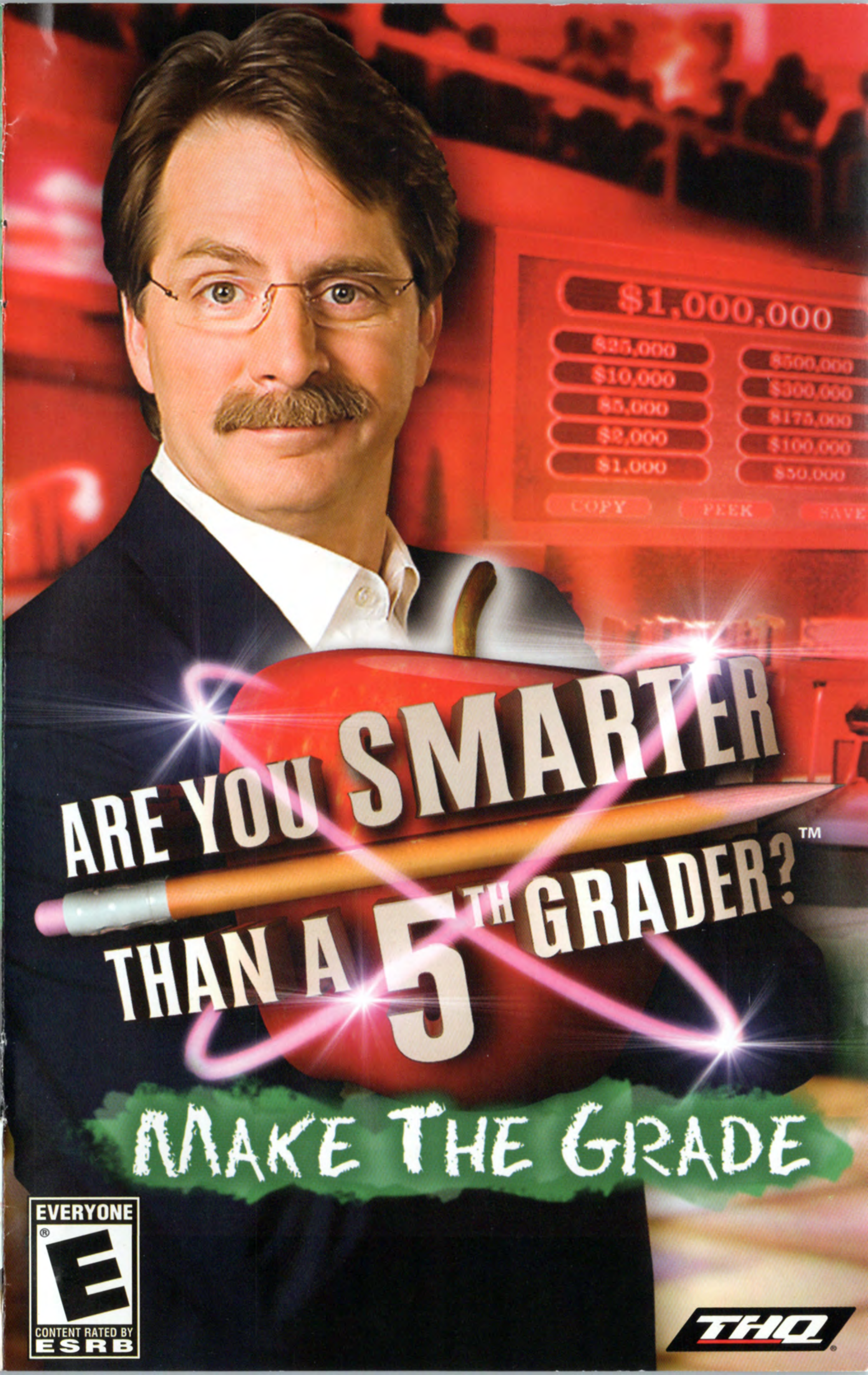
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COPY
PEEK
SAVE
ARE YOU SMARTER THAN A 5TH GRADER?™
MAKE THE GRADE
EVERYONE
CONTENT RATED BY ESRB
THQ

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

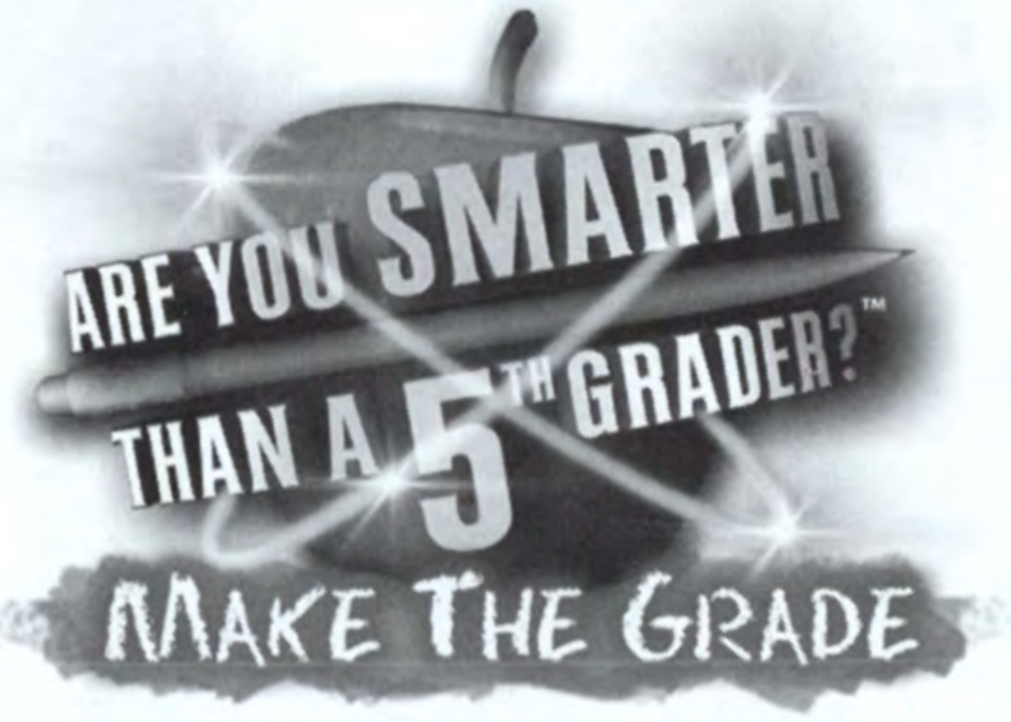
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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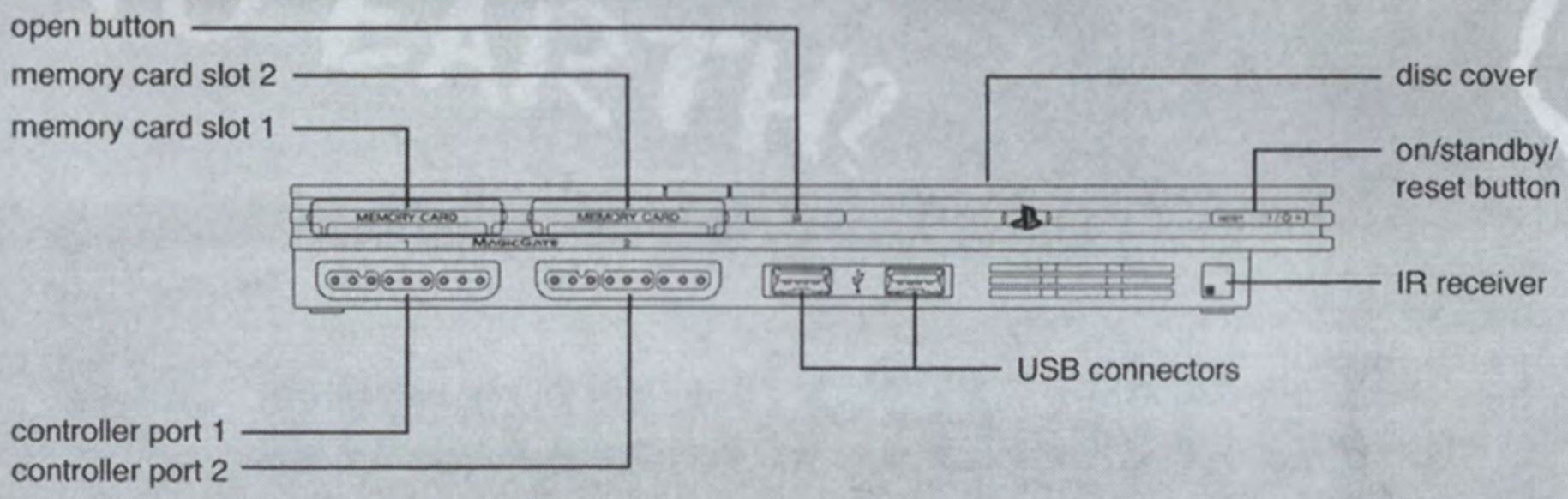
GETTING STARTED

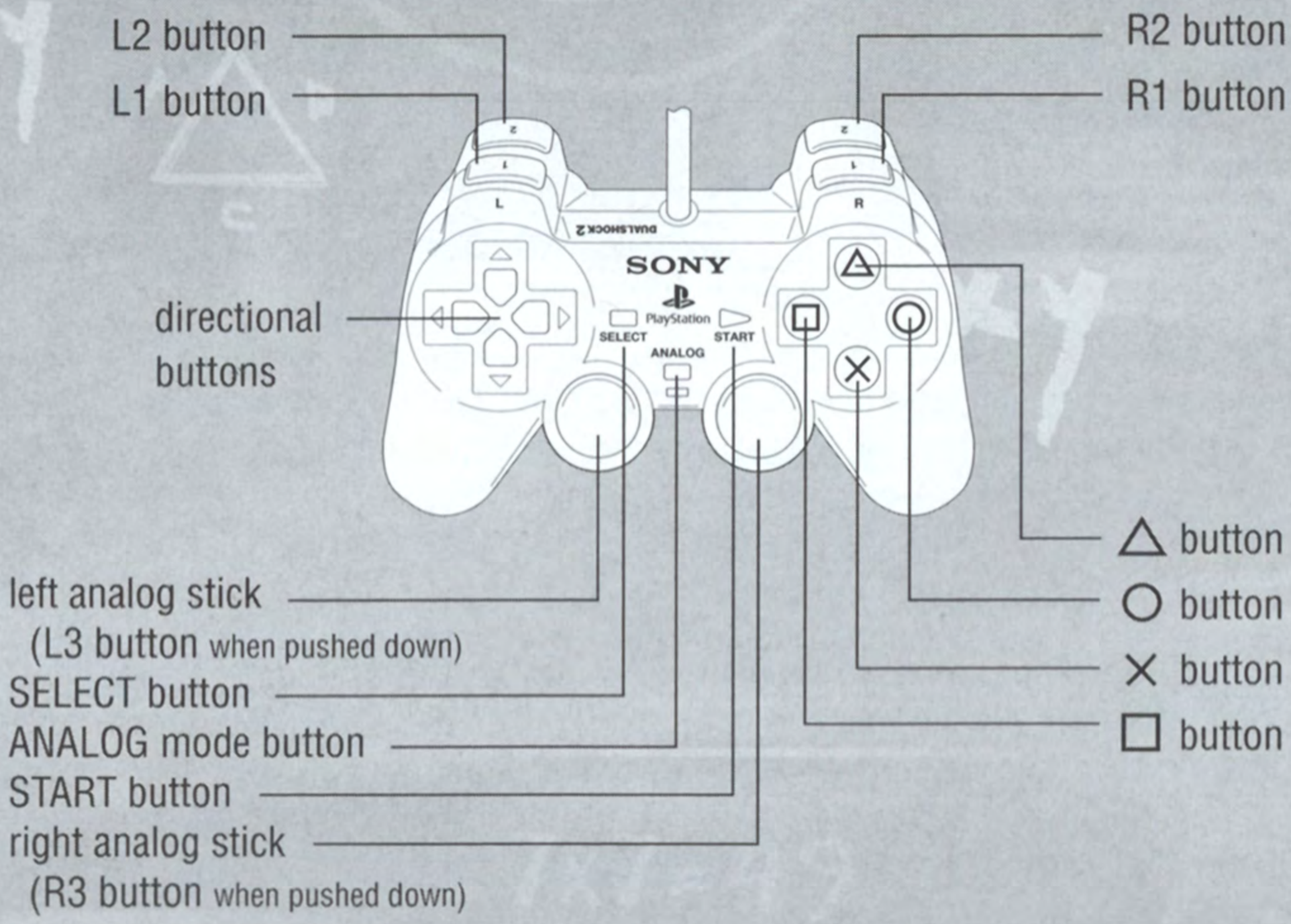


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Are You Smarter Than A 5th Grader?™ Make the Grade disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



STARTING UP

Menu Controls:

X button.....Select a menu item
Triangle button.....Return to previous screen
Directional buttons .....Scroll between items
left analog stick.....Scroll between items

In-Game Controls:

X button.....Select an answer / Lock In answer
Square button .....Cheats / Classmate's Favorite Subjects
Circle button.....Drop Out
Directional buttons .....Scroll between items
Left Analog Stick.....Scroll between items
Right Analog Stick.....Show Picture / Listen to audio
START button .....Pause game

L1 button, L2 button, R1 button, R2 button – select answer (Multiplayer only)

THE MAIN MENU

The Main Menu is the opening screen of the game. The following actions are available:

NEW GAME

Starts a new game, of course! After selecting a game mode along with one or more player profiles, the action will begin.

PROFILES

Allows you to create, edit, and delete player profiles. Each profile is a player character, with unique looks and statistics which accumulate over time. In order to load or save player profiles, you must use a Memory Card (8MB)(for PlayStation®2).

DATA

Provides access to Memory Card (8MB)(for PlayStation®2) options.

- **Auto Save:** If turned on, the game will automatically save data to the Memory Card (8MB)(for PlayStation®2) periodically. If turned off, no data will be saved.
- **Load:** This will allow you to load up save data from a Memory Card (8MB)(for PlayStation®2).
- **Save:** Save game data to a Memory Card (8MB)(for PlayStation®2).
- **Done:** Returns you to the Main Menu.

HONOR ROLL

Here's where you'll find out who's the best of the best! The Honor Roll compares the data for all of the player profiles on the active Memory Card (8MB)(for PlayStation®2) and sorts them based on a number of different statistics.

OPTIONS

Provides control over the following game elements:

- **Music/SFX Volume:** The volume level for the background music and sound effects. Move the slider control to the right to increase the volume, and to the left to decrease it.
- **Voice Volume:** The volume level for all of the voices in the game. Move to the right to increase, and to the left to decrease.
- **Captions:** If turned on, displays all character dialog as text at the top of the screen.
- **Taunts:** If turned on, the second controller can be used in Homeroom and Academic Academy modes to cause distractions. Use the left analog stick and the action buttons on the right side of the DUALSHOCK®2 analog controller to try it out!
- **View Credits:** Displays the names of the fine folks who created this game.
- **Done:** Saves any changes that were made and returns you to the Main Menu.

PROFILES

Profiles are the player characters that are used to play the game. Profiles that are saved will have their statistics tracked over time, and upon reaching certain goals in the game will be given special awards and customization options. Selecting PROFILES from the Main Menu will show a list of the profiles stored on the active Memory Card (8MB)(for PlayStation®2). A total of seven (7) profile "slots" exist on each Memory Card (8MB)(for PlayStation®2). Any slots which do not contain profile data will display as EMPTY.

NEW PROFILES

To create a new profile, highlight any slot shown as EMPTY and press the X button. From there you'll use the on-screen keyboard to enter a name for the profile and then you'll create a custom look for your new character. See CUSTOMIZING below for more info on the various options for providing a unique look to your character. After customizing your character, you'll be given the option of saving the profile to the Memory Card (8MB)(for PlayStation®2).

EXISTING PROFILES

Highlighting a slot name will load the data for that profile. The following options are available for existing profiles:

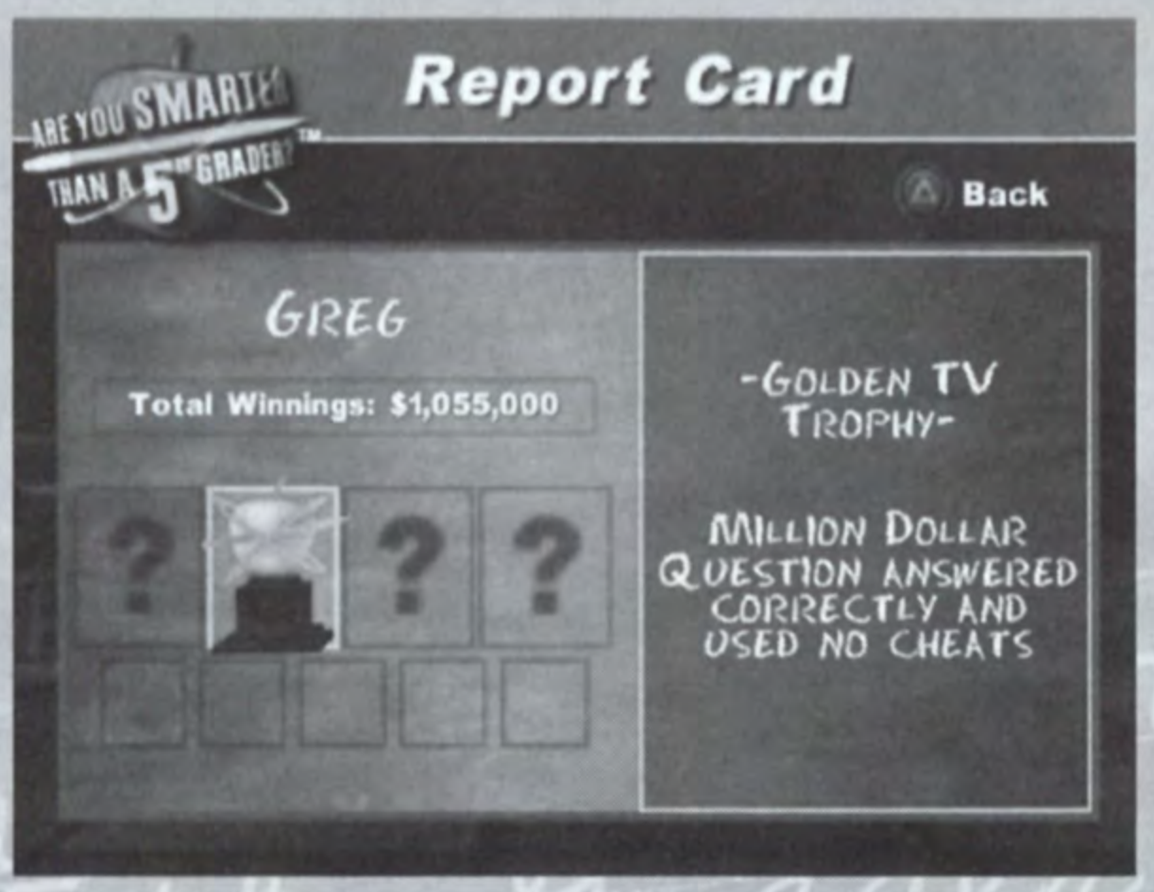
- Select Profile: Takes you to the customization step of the profile creation process. Here you may make any changes you like to your character's look. You can elect to save those changes or discard them at any point.
- Delete Profile: After confirmation, removes the selected profile from the Memory Card (8MB)(for PlayStation®2), reverting that profile slot to EMPTY status.
- Report Card: Displays the Report Card for the selected profile. Detailed statistics and awards are shown on the report card.

CUSTOMIZING A PROFILE

From gender to hairstyle to belt color, many different customization options are available, but not all of them are available right away. Some items are only available for characters that have earned certain awards in the game. Items (or item categories) which are not available to the current profile's character are displayed as ???. So, make sure you check your report card – each time you earn a new award, there's a chance you will have unlocked new content in the customization area.

THE REPORT CARD

The report card contains a wealth of data. It tracks each profile's total winnings as well as performance in every game mode. Move the cursor down to the Total Winnings area to see detailed mode-specific statistics. The bottom area of the report card also displays the various special awards (if any) that have been earned by the active profile. Move the cursor among the various awards for more information on what is required to earn them.



THE HONOR ROLL

The Honor Roll is the place to see who the best of the best really is. Data for all of the player profiles on the active Memory Card (8MB)(for PlayStation®2) can be sorted here based on a number of different criteria. Want to see who's earned the most cash overall? How about who has the highest average score in Spelling Bee mode, or the lowest average grade in Homeroom mode? It's all done right here.

Follow the on-screen instructions to sort the table to your liking, and let the gloating commence!

NOTE: Certain profile data, particularly Averages, require a minimum number of games of that type to be played (usually three) in order to be displayed on the Honor Roll. This is to prevent one player from unfairly skewing the statistics as the result of a single performance.

STARTING A GAME

After selecting NEW GAME from the Main Menu, you will first select a game mode. See GAME MODES below for more information on the various modes. Next, you will choose one or more player profiles to compete in the game. Homeroom mode is for a single player, Academic Academy can support 2-4 players, and Flashcards and Spelling Bee each support 2 players.

GUEST PROFILES

Don't have a Memory Card (8MB)(for PlayStation®2)? Want to play a game without worrying about ruining your saved stats with a poor performance? Or maybe you have some friends over and you just want to quickly set up a game without having to create a bunch of custom profiles? Fear not, because the Guest profile is for you.

On the profile selection screen, GUEST may be selected for any or all players in any game mode. Eight different Guest profiles are available, each of which may be given any number of new makeovers in order to provide a wide variety of looks.

Guest player data is not saved. Once the machine is reset or turned off, it is lost.

GAME MODES

Are You Smarter Than A 5th Grader?™ Make the Grade has four different game modes: Homeroom, Academic Academy, Flashcards, and Spelling Bee.

HOMEROOM

This mode is for just one player, and is just like the TV show. Each correct answer takes you one step higher on the money ladder. If you make it all the way to the top, you'll win a million dollars! You will have 5th grade classmates to assist you in your quest for the cash

At the end of every Homeroom game, you will be given a grade. Grades are determined by:

- Money earned. More money means a higher grade. This is by far the biggest factor in the grading process.
- The number of cheats used. Fewer cheats mean a higher grade.
- The average time taken to answer each question. Less time used means a higher grade.

ACADEMIC ACADEMY

Basically, this is like Homeroom mode but for 2-4 players. Most of the rules are identical to Homeroom, and each player will have his or her own set of cheats to use, as well as their choice of classmates. There are a few key differences however:

- In this mode, subjects are selected automatically, with all players answering the same questions.
- To preserve secrecy, answers are selected using the L1 button, R1 button, R2 button and L2 buttons on the DUALSHOCK®2 analog controller. Each of the four answer boxes has a small icon showing the button with which it is associated.
- The correct answer is not revealed until all players have Locked In their answers.
- All players use the DUALSHOCK®2 analog controller, but the DUALSHOCK®2 analog controller in port 2 can be used to issue taunts! See OPTIONS for more info.
- The Million Dollar Question is a multiple-choice question in this mode. Otherwise, your opponents would be able to see exactly what you were answering!

FLASHCARDS

For two players only. Both players play simultaneously, so two DUALSHOCK®2 analog controllers are required. Unlike Homeroom and Academic Academy, there is no money ladder and there are no classmates available to assist you.

In Flashcards, the subject for each of the 10 questions in the game is chosen randomly. The higher the grade level, the more money a question is worth. Like in Academic Academy, questions are answered by using the L1 button,

R1 button, R2 button and L2 buttons on the DUALSHOCK®2 analog controllers. On-screen icons will show you which button corresponds to each possible answer. The first player to guess a question correctly will get a speed bonus. An incorrect guess will cost you half the dollar value of the question. If time runs out before you make a guess, nothing happens to your score. Keep this in mind during the late rounds of a close game – sometimes the best move is to NOT answer.
The player with the most cash after the 10th question wins the game.

SPELLING BEE

For 2 players only. Both players play simultaneously, so two DUALSHOCK®2 analog controllers are required. Think of this mode as Flashcards, but with spelling words instead of questions. Your goal is to identify which of the four on-screen words is spelled incorrectly.

Selections are made in the same manner as Academic Academy and Flashcards – the L1 button, R1 button, R2 button and L2 buttons on the DUALSHOCK®2 analog controllers are used.

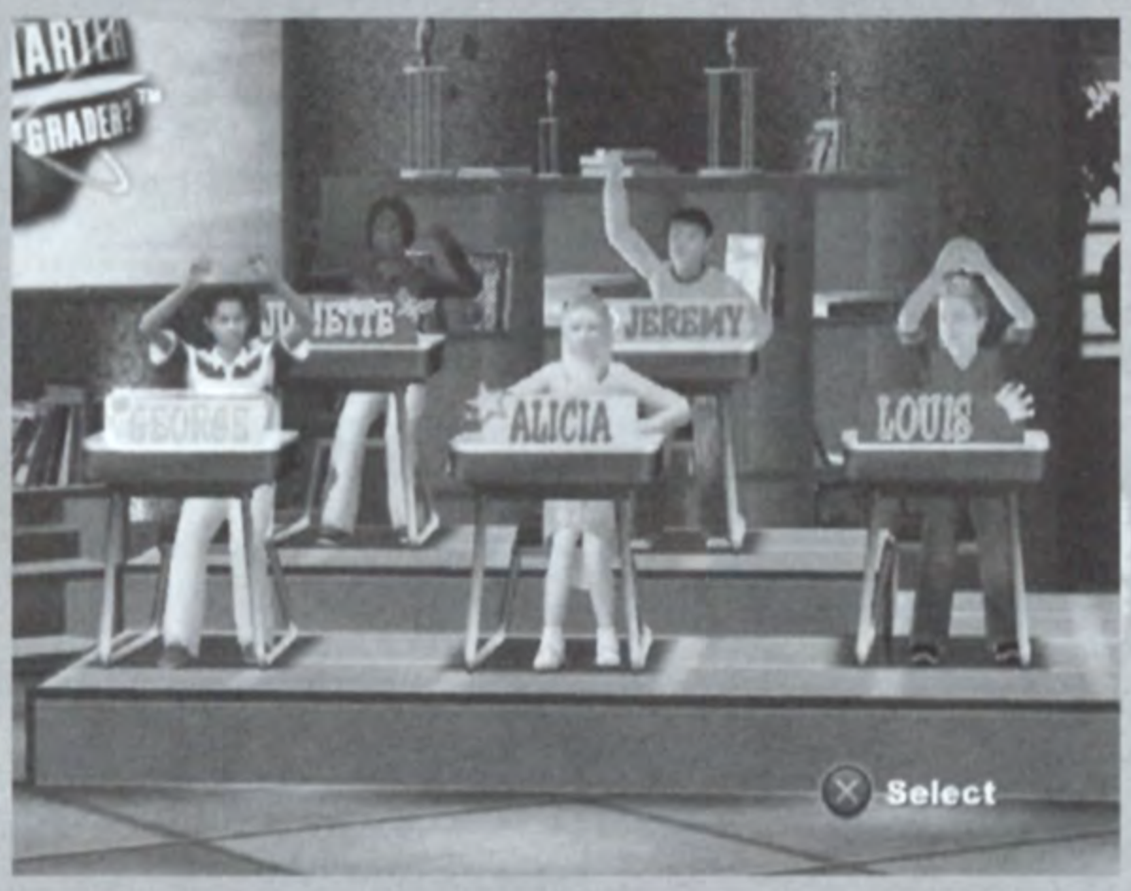
As with Flashcards, the game consists of 10 rounds, but unlike Flashcards, the value of each round in Spelling Bee is NOT random. Instead, the value escalates at several points during the game.

Also like Flashcards, the first player to guess correctly will get a speed bonus, while an incorrect guess will cost you half the dollar value of that round. If time runs out before you make a guess, nothing happens to your score.

The player with the most cash after the 10th question wins the game.

GAMEPLAY

Using Classmates: In Homeroom and Academic Academy modes, you'll have a group of five 5th grade classmates available to help you. Each classmate can only help you with two questions at a time, so that means when you get to the 11th and final question – the one for ONE MILLION DOLLARS – you'll be on your own. Finally, once you've used all of your cheats, your classmates will no longer be able to help you.



Although your classmates don't have any "bad" subjects, they do have favorites, and they'll be more likely to correctly answer questions in those favorite subjects. Once you've chosen a new classmate, be sure to use the square button on the controller to ask them about their favorites before you select a subject!

Cheating

During the course of every Homeroom and Academic Academy game, there are three different ways your classmates can "assist" you. Each of these methods can be used just once per game, so use them wisely. Finally, when all three of your cheats have been used, you will no longer be able to get help from your classmates. The three cheats are PEEK, COPY, and SAVE.

PEEK

Selecting Peek will reveal your classmate's answer to the question. You can choose to go with it, or go with one of the other answers. You still must Lock In your final answer.

COPY

Selecting Copy will force you to Lock In with your classmate's answer. Keep in mind that if the answer is wrong, the game is over!

SAVE

The Save is used automatically when you answer a question incorrectly, but your classmate answers the question correctly.

The Money Ladder

Used in Homeroom and Academic Academy modes only, the money ladder will pop onto the screen to show you how much the current question is worth, and also to show you how much money you've won.

Answering Questions

In Homeroom and Academic Academy modes, answering questions is a two-stage process. First you select one of the four answers, and then you must Lock In your selection to make it official.

Flashcards and Spelling Bee modes do not require you to Lock In your answer. Merely pressing the appropriate button on the back of the controller both selects and confirms your choice.

The Million Dollar Question

In Homeroom and Academic Academy modes, the subject of the Million Dollar Question is shown first. Before the question is revealed, each player must decide whether or not to attempt to answer. Once this decision is made, there's no turning back – if you decide to see the question, you must answer it.

Ending the Game

Flashcards and Spelling Bee games end automatically after 10 rounds. Homeroom and Academic Academy games can end in three different ways:

DROPPING OUT

At any point in the game, you can select Drop Out from the question screen and walk away with however much money you've won. The only catch is that you have to admit that you're not smarter than a 5th grader!

FLUNKING OUT

If you answer incorrectly and are not saved, you have flunked out. If you Flunk Out after correctly answering the $25,000 question, you'll walk away with $25,000. If you Flunk Out before then, you'll walk away with nothing!

WINNING A MILLION DOLLARS

This is how you'll WANT the game to end. If you answer the final question correctly, the game will end and you'll walk away with a million dollars!

Regardless of how the game ends, you will then be given the option of playing again – using the same profile(s) – or the option of returning to the Main Menu.

Pausing

Pressing the START button during a game will pause the game and allow you to choose among the following:

CONTINUE: Un-pauses the game so that play may continue.

OPTIONS: Brings up the Options menu. See MAIN MENU for more info.

RESTART: Restarts the current game.

QUIT: Ends the game and takes you back to the Main Menu.

NOTES

NOTES

Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46150. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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Smarter than a 5th Grader

ARE YOU SMARTER THAN A 5TH GRADER?™

MAKE THE GRADE

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